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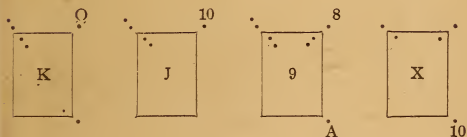
AMERICAN WHIST

CONDENSED.

LEADS AND PLAYS INDICATED BY A
NEW SYSTEM

FOR

READY REFERENCE.



LEADER.

2ND HAND.



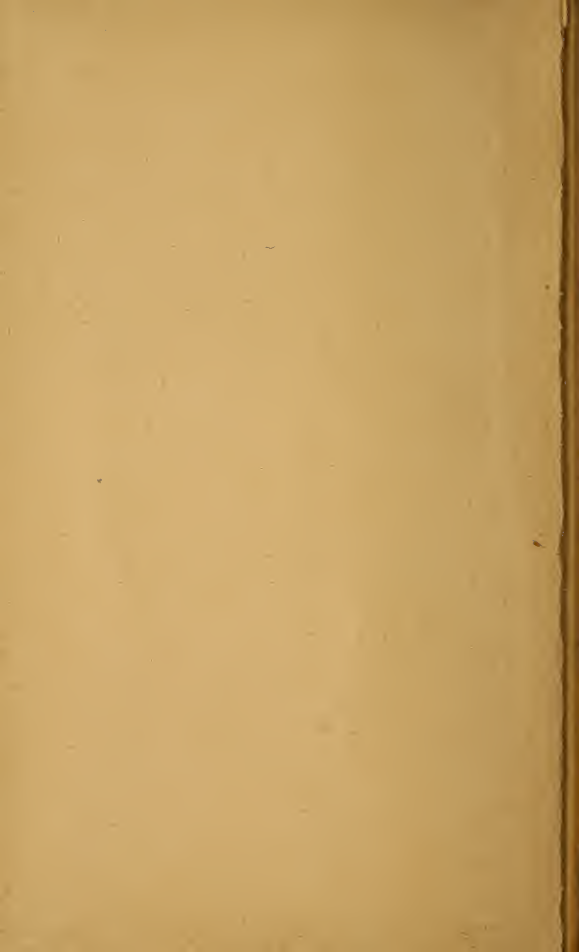
4TH HAND.

3RD HAND



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ONE DOT INDICATES USUAL PLAY ON FIRST ROUND.
TWO DOTS INDICATE USUAL PLAY IN SECOND ROUND.
DOTS OUTSIDE REPRESENT PLAYS IN PLAIN SUITS.
DOTS INSIDE REPRESENT PLAYS IN TRUMPS.

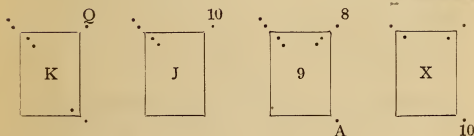


AMERICAN WHIST

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FOR
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LEADER

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Wm. J. Varian
_____ *at*

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W. J. Varian

Ms. B. D. 1 May 18105.

PREFACE.

ORDINARY players rarely devote much time to an extended treatise of the game of whist; the consequence is that the majority of those who sit at the whist table are inferior players who, with little effort, could learn the correct principles.

The object of this book is to show the principal leads, and the usual plays as second or third hand, in a plain and concise form, which can be as readily understood as though instructions were given with the cards actually in the hand.

The arrangement of combinations is so made that leads from long and short suits can be easily compared, as the leads vary according to the length of the suit.

The short suit leads being given as a matter of information, it must not be inferred that a short suit should be led while holding a longer and stronger suit.

Trump leads often differ from plain suit leads; a glance at these combinations shows the difference.

No attempt is made to show intricate plays late in a hand. Sufficient rules are given from the best authors to confirm the leads and plays represented on miniature cards.

The author's aim is to assist moderate players and beginners; he would gladly receive suggestions from experts, as he makes no claim as a master of the game.

GENERAL DIRECTIONS.

NOTICE the suit led and discarded by each player; also the value of cards when played, and the number of each suit, particularly trumps. With a strong trump hand, play your own game; if weak in trumps, yield control to partner. Partners' hands must be combined for one purpose. Do not deviate from conventional plays: false cards are more likely to deceive partner than opponents.

When a suit is first led, infer—from your own hand and the cards played—the combination from which the lead is made.

When not leading, play the lowest of a head sequence, if one of the sequence should be played. If your play should be low, or you cannot—when you should—cover a high card, play lowest unless you wish to signal for trumps.

Finessing is one of the strongest points of the game and but little understood by ordinary players. Finesse more in trumps than in plain suits. Finesse least in partner's suits and more in opponents than in your own suits.

After the first few rounds specific rules are of little account; the play must be governed by the position of the unplayed cards of a suit.

An original lead is supposed to be from not less than four of a suit.

An original lead of trumps indicates strength in trumps and one or more strong plain suits.

An original lead of a small card of a plain suit usually indicates no strong suit from which high cards are led.

On the second round lead the master card of your partner's suit or a winning card of your own suit.

Avoid leading a suit which both opponents renounce, as the weak one will trump and the strong one will get rid of a losing card. When not leading your own, or part-

ner's suit, lead up to a weak hand at right in preference to leading through a strong hand at left.

Always force an adverse strong trump hand unless both opponents renounce the suit. Do not force partner when he is strong in trumps and you are weak.

Force partner when he has had an opportunity to lead trumps, or to signal for trumps, and has done neither.

The fourth best play has superseded the penultimate play and is governed by the cards above it without regard to the cards below it.

When a high card led cannot be followed by another high card the fourth best is led in the second round.

The fourth best is led in the first round from a suit without a combination from which a high card should be led first.

Observation, memory, inference, calculation, judgment and practice must be combined to master whist, and the theory of the game must be well studied.



PREFERENCE IN OPENING LEADS.

- 1st. Lead trumps from six or more.
- 2d. Lead trumps from five and one good plain suit.
- 3d. Lead trumps from four and two good plain suits.
- 4th. Lead trumps from three and three good plain suits.
- 5th. Lead from longest strong plain suit.
- 6th. Lead from four good trumps and three indifferent plain suits.
- 7th. Lead best three-card plain suit, giving preference to a sequence, having no four-card suit except four small trumps.

Good players do not make an original lead of a singleton; but after the best suit has been opened a singleton may be led if weak in trumps, or strong in trumps and weak in all plain suits.

Long suits of four or more cards, headed by a card higher than nine, should be opened before suits of two or three cards; the high cards of short suits being held as re-entry cards to obtain the lead when it is desirable to have it. Do not hold re-entry cards if you have nothing to make after their play or cannot lead partner's strong suit. Do not lead from a short tenace.

Avoid changing leads from one suit to another.

A thirteenth card is led for partner to play his highest trump, or to place the lead in fourth hand, or to force fourth hand if he is strong in trumps.

ACE LEADS FROM LONG PLAIN SUITS.

Ace is led from Ace, King
and three or more without
Queen.

Á K̈ J 10 9 X
 Á K̈ J X X
 Á K̈ 10 X X X
 Á K̈ X X X

Ace is led from Ace and four
or more without King.

Á Q J̈ 10 9 8
 Á Q J̈ X X
 Á Q 10 J̈ X X
 Á Q X Ẍ X
 Á J 10 J̈ X X
 Á J X Ẍ X
 Á 10 9 8̈ X X
 Á X X Ẍ X

Ace is led from Ace, Queen
and Jack, with or without
lower cards.

Á Q J 10
 Á Q̈ J X
 Á Q̈ J

Ace is led from Ace and any
one lower card.

Á K̈ — Á Q̈
 Á J̈ — Á Ẍ

KING LEADS FROM LONG PLAIN SUITS.

King is led from any four
headed by Ace and King
or by King and Queen.

Ä	Ķ	Q	Ĵ
Ä	Ķ	Q̄	X
Ä	Ķ	J	X
Ä	Ķ	10	X
Ä	Ķ	X	X
Ķ	Q	J	10
Ķ	Q	Ĵ	X
Ķ	Q̄	10	X̄
Ķ	Q̄	X	X̄

KING LEADS FROM SHORT PLAIN SUITS.

King is led from three when
accompanied by either Ace
or Queen or both.

Ä	Ķ	Q̄
Ä	Ķ	J
Ä	Ķ	10
Ä	Ķ	X
Ķ	Q̄	J
Ķ	Q̄	10
Ķ	Q̄	X

King is led from King and
any one lower.

Ķ	Q̄	—	Ķ	Ĵ
Ķ	10	—	Ķ	X̄

QUEEN LEADS FROM LONG PLAIN SUITS.

Queen is led from five or more headed by Ace, King and Queen, or by King and Queen; in either case without Jack.	A	♠	Q	10	9	X
	♠	K	Q	X	X	
	♠	Q	10	9	8	
	♠	Q	10	X	♠	
	♠	Q	X	X	♠	

Queen is led from four or more headed by Queen, Jack and Ten.	Q	J	10	9	8	X
	Q	J	10	9	X	
	Q	J	10	X	X	
	Q	J	10	9		
	Q	J	10	X		

QUEEN LEADS FROM SHORT PLAIN SUITS.

Queen is led from Queen, Jack and one lower, and from Queen and any one lower.	Q	J	10
	Q	J	X
	Q	J	
	Q	10	
	Q	X	

JACK LEADS FROM LONG SUITS.

Jack is led from five or more headed by the quart sequence Ace, King, Queen, Jack or the tierce sequence King, Queen, Jack.

A	K	Q̈	J̇	10	X	X
A	K̈	Q	J̇	10	X	
Ä	K	Q	J̇	10		
Ä	K	Q	J̇	X		
K	Q̈	J̇	10	9	X	
K̈	Q	J̇	10	9		
K̈	Q	J̇	10	X		
K̈	Q	J̇	X	X		

JACK LEADS FROM SHORT SUITS.

Jack is led from any combination of two or three cards headed by Jack.

J̇	10̈	9
J̇	10̈	X
J̇	Ẍ	X
J̇	10̈	
J̇	9̈	
J̇	Ẍ	

TEN LEADS FROM LONG AND SHORT SUITS.

Ten is led from any combination headed by King, Jack and Ten.	K	J	10	9	8	7
	K	J	10	9	X	
If Ten wins, follow with low.	K	J	10	9		
If Ten forces Ace, follow with King.	K	J	10	X		
If Ten forces Queen, follow with Jack.	K	J	10			
	10	9	8			
If Ace and Queen are both forced out, follow with King from four or with Jack from five or more.	10	9	X			
	10	X	X			
Ten is led from any two or three headed by Ten.	10	9				
	10	X				

NINE LEADS FROM LONG AND SHORT SUITS.

From more than three, nine is led only from Ace, Queen, Ten, Nine and Ace, Jack, Ten, Nine.	Ä	Q	10	9
	Ä	J	10	9
	9	8	7	
	9	8	X	
Nine is led from any two or three headed by Nine.	9	X	X	
	9	8		
	9	X		

FOURTH BEST LEADS.

Ä	Q	10	Ä	With five or more of a suit, Ace would be led first, then fourth.
Ä	Q	9	Ä	
Ä	Q	X	Ä	
Ä	J	10	Ä	
Ä	J	9	Ä	
Ä	J	X	Ä	
Ä	10	9	8	
Ä	10	X	Ä	
Ä	X	X	Ä	

K	J	9	8	7	X
K	J	X	Ä	X	
K	10	9	8	X	X
K	10	X	Ä	X	X
K	10	X	Ä		
K	X	X	Ä		

The fourth best is led from four or more without a combination from which a high card should be led.

Second lead depends upon high cards forced out or position of high cards unplayed which can be inferred by plays on first round.

Q	J	9	8	7	X
Q	J	9	Ä	X	
Q	J	X	Ä	X	
Q	J	9	Ä		
Q	J	X	Ä		
Q	10	X	Ä		
Q	X	X	Ä		

J	10	9	8	7	X
J	10	X	Ä	X	
J	X	X	Ä	X	
J	X	X	Ä		

10	9	8	7	6	X
10	9	X	Ä	X	
10	X	X	Ä		

9	8	7	6	5	X
9	X	X	Ä	X	

X	X	X	Ä	X	
X	X	X	Ä		

LOW CARD LEADS FROM SHORT SUITS.

The lowest card is led from any three headed by two honors not in sequence, or by any single honor higher than Jack.

Ä Q 10	Not called Ten Lead.
Ä Q 9	" Nine "
Ä Q X	
Ä J 10	" Ten "
Ä J 9	" Nine "
Ä J X	
Ä 10 9	" Nine "
Ä 10 X	
Ä X X	
K J 9	" Nine "
K J X	
K 10 9	" Nine "
K 10 X	
K 9 X	
K X X	
Q 10 9	" Nine "
Q 10 X	
Q 9 8	
Q X X	

INFERENCES FROM ORIGINAL LEADS.

Ace led indicates four or more or Queen and Jack with one or more lower.

Ace, then King, indicates three or more lower than Queen.

Ace, then Queen, indicates Jack and one low.

Ace, then Jack, indicates Queen and two or more low.

Ace, then Ten, indicates Queen and Jack only.

Ace, then Nine, indicates Queen, Ten, one or more low, or Jack, Ten, one or more low.

Ace, then Low, indicates three others, but not King, or both Queen and Jack.

King indicates three others including Ace or Queen or both.

King, then Ace, indicates two lower than Queen.

King, then Queen, indicates Ace and one low or two low.

King, then Jack, indicates Ace and Queen or Queen and one low.

King, then Ten, indicates Queen and Jack only.

King, then Low, indicates Queen and one intermediate.

Queen indicates Ace, King and two low without Jack or King and three low without Jack; or Jack, Ten, one or more low.

Queen, then Ace, indicates King and two lower than Jack.

Queen, then King, indicates Ace and three or more lower than Jack, if Ace is not forced out.

Queen, then Jack, indicates Ten and one low.

Queen, then Ten, indicates Jack and two or more low.

Queen, then Nine, indicates Jack and Ten only.

Queen, then Low, indicates if Queen wins, King and two low.

Jack indicates Ace, King, Queen and one low, or King, Queen and two low.

Jack, then Ace, indicates King, Queen and one low.

Jack, then King, indicates Ace, Queen and two low, or Queen and two low.

Jack, then Queen, indicates Ace, King and three low, or King and three or more low.

Ten indicates King, Jack and one or more low.

Nine indicates Ace, Queen, Ten or Ace, Jack, Ten.

A Low Card indicates Fourth best of four or more.

Deuce indicates not more than three others.

FORCED LEADS.

With no long plain suit of four or more cards necessity compels a player to lead from short or weak suits, as from three cards of each plain suit with four small trumps.

In leading from short plain suits, begin with the strongest one giving preference to a sequence.

Lead the highest of any sequence of three cards, or from any three with two highest in sequence not headed by Ace, as from King, Queen, Jack; Queen, Jack, Ten; Jack, Ten, Nine; King, Queen, X; Queen, Jack, X; Jack, Ten, X, &c.

From Ace, King and Queen and Ace, Queen and Jack lead as in four-card suits.

Lead the highest of any three cards, none higher than Jack, as from Jack, Ten, X; Jack, X, X; Ten, X, X; Nine, X, X, &c.

Lead the higher of any two cards in plain suits, and the lower in trumps, unless partner has signaled for trumps, when the higher trump should be led first.

Lead the lowest of a three-card suit, with two honors not in sequence, or with any single honor higher than Jack, unless partner has indicated strength in the suit when the highest should be led first as a strengthening card.

When one card has been discarded from a four-card suit, lead from the three remaining cards as you would from an original short suit.

TRUMPS.

Trumps have a special use in trumping winning cards of adversaries, as cards of re-entry to make long suits, and to disarm opponents so they cannot trump your winning cards.

Lead from six or more trumps without regard to other suits.

Lead from five trumps with one good plain suit and establish plain suit after getting out two or three rounds of trumps ; with less than five trumps lead a strong plain suit first.

Rarely lead from four trumps unless with two honors and two strong plain suits, or your strong suit or partner's is established, and you have a re-entry card in a plain suit.

Lead from three trumps only when strong in all plain suits.

Never lead a single trump, except Ace, without great strength in all plain suits.

Lead trumps from any number to stop a cross ruff.

When you want trumps led, signal partner by playing, unnecessarily, a higher before a lower card of one suit.

When partner leads trumps, or calls for them, always return or lead them at first opportunity, and with four or more echo.

Generally discontinue leading trumps when one opponent renounces, and continue trumps when partner renounces and both opponents follow suit.

TRUMP LEADS.

Trumps are led from four or more the same as plain suits, when headed by three high cards as Ace, King and Queen ; Ace, King and Jack ; Ace, Queen and Jack ; King, Queen and Jack ; King, Queen and Ten ; King, Jack and Ten ; or Queen, Jack and Ten.

With only one or two honors lead fourth best from less than seven trumps. With seven or more lead as in plain suits.

With less than four trumps lead lowest unless partner has led or signaled for them when the highest should be led or returned, and Ace should be returned without regard to number.

An honor turned modifies the lead in trumps.

If Queen is turned at your right lead trumps as in plain suits from Ace, King and three or more low.

If Jack is turned at your right lead Queen from Ace, Queen, Ten, &c.

If Ten is turned at your right lead Queen from Queen, Jack, Nine, &c., or lead Jack from King, Jack, Nine, &c.

If Nine is turned at your right lead Jack from Jack, Ten, Eight, &c.

If King or Queen is turned at your left lead Jack from Jack, Ten, Nine, &c.

If Jack is turned at your left lead low from Ace, King and two or three low.

SECOND HAND PLAY.

Second hand usually plays low, on a low card led, unless holding a combination of high cards from which as elder hand he would lead, as from suits headed by Ace, King and Queen; Ace and King; Ace, Queen, and Jack; King, Queen and Jack; King and Queen; King, Jack and Ten or Queen, Jack and Ten when one of the high cards should be played second hand.

With Ace and Queen second hand usually plays Queen, or Ten from Ace, Queen and Ten if strong in trumps.

From a three-card suit, the two higher cards being in sequence as Queen, Jack and one low; Jack, Ten and one low, or Ten, Nine and one low; second hand plays the lower of the sequence which he would not do with more than three of the suit. Play low from these in the second round unless higher cards have been forced out.

With a fourchette second hand covers a high card led as from King, Jack and Nine he plays King on Queen, or Jack on Ten.

With two higher honors in sequence cover an honor led but with any single honor, except Ace, pass an honor led.

With Ace and Queen do not cover Jack with Queen.

When strong in trumps second hand with Ace, Jack and others of a plain suit may pass, King or Queen led out to hold tenace over right hand opponent.

In plain suits second hand plays low from one honor and one small card except from King and Nine on Eight led, or King and one low on Nine or Eight led, or from Queen and one low on Ten, Nine or Eight led.

If partner has led or signaled for trumps it is right to play the higher card from one honor and one low card to try to get the lead.

In trumps second hand often plays high from King or Queen and one low.

Pass the first round, except on Ace led, if you cannot follow suit.

If weak in trumps, or very strong in trumps, trump the second round.

In plain suits win the second round if you have the master card, but not in trumps.

Many tricks are lost by second hand not calculating the possible combination from which an original lead of fourth best is made.

Second hand should trump high if third hand also trumps and fourth hand can follow suit.

The good player shows his skill as second hand.

INFERENCES OF SECOND HAND PLAY IN THE FIRST ROUND OF A SUIT.

If he plays low he has none lower unless he has played, unnecessarily, a higher card before a lower one in the next round of the suit, to signal for trumps.

His first discard is from his weakest suit if opponents have not led or called for trumps.

If he covers Queen, Jack or Ten with any honor except Ace he has another honor.

If he plays a high card he has the next higher, or a combination of high cards, or no more.

If he plays low he has not Ace and King; or King and Queen; or King, Jack, Ten; or Queen, Jack, Ten; or Jack, Ten, Nine; or Ten, Nine. He may have Ace and Queen; or King and Jack or only one honor. If he plays Ace he has not King.

If he plays King he has Ace, or only one small card, or no more.

If he plays Queen he has Ace and King; or Ace and Ten; or Ace; or King or no more.

If he plays Jack he has Queen and Ace; or Queen and King; or Queen and one small or no more.

If he plays Ten he has Ace and Queen; or King, Queen, Jack; or King, Jack; or Queen, Jack or Jack X, or no more.

If he plays Nine he has King, Jack, Ten; or Queen, Jack, Ten; or Jack, Ten; or Ten X or no more.

THIRD HAND PLAY.

Third hand usually plays low on an honor led, except to unblock.

With Ace and Queen, or Ace and Queen, Jack sequence, finesse; otherwise play the highest honor not in sequence on a low card led.

Do not finesse if only one trick is required to win the game.

Play the lowest of a head sequence unless you want partner to lead trumps through your right hand opponent, who has an honor turned which you command with higher trumps, or a tenace.

On partner's lead of Ace, Queen or Jack indicating five of a suit get out of his way; if you have four of his suit play the third card in the first round and a higher

card in the second round, even from Queen, Jack, Ten and one low or King, Queen, Jack and one low, to unblock and retain the low card to assist in bringing in his suit.

On partner's lead of Ace then Queen, or Ace then Jack, or Ace then Ten, play King in the second round if you have less than five of his suit.

With Ace, King and one low play King on Queen led and return Ace.

With Ace and King play King on Jack led.

With Ace and Queen and not more than one low, play Ace on Ten led and return Queen.

With Ace, Jack and one low play Ace on Ten led.

With Ace and Queen play Ace on Jack led as King is not held by partner.

With Ace and Jack only, play Ace on King or Queen led and return Jack.

With Ace and three low pass Ten led.

With Ace and two low pass Queen or Jack led.

With Ace and only one low, play Ace on Jack led and return low.

With King and Queen play Queen on Nine led and return King.

With King and Jack play King on Nine led and return Jack.

With King and no other honor cover Jack or Ten led.

With Queen and more than one low pass Ten or Nine led.

Never trump partner's original lead of King, Queen or Jack.

In trumps pass partner's lead of Queen, Jack or Ten.

With less than four trumps, or more than five, trump a doubtful trick.

With an established suit and four or five trumps pass a doubtful trick, unless partner forces intentionally; in passing a doubtful trick partner should infer that you want trumps led.

If partner opens a suit as with Eight from Ace, Jack, Nine, Eight and you have equal strength in the suit King, Queen, Ten X unblock unless your hand is very strong.

INFERENCES FROM THIRD HAND PLAY.

That third hand plays the highest single honor except from Ace, Queen or Ace and Queen, Jack sequence.

If he plays Ace he has not King or Queen, for with Ace and King he would play King first, and with Ace, Queen, Jack he would play Jack, or with Ace and Queen he would finesse Queen.

If he plays King he has not Queen.

If he plays Queen he has Ace or King, or both, or no higher card.

If he plays Jack he has Ace and Queen, or King and Queen, or Queen, or no higher card.

If he plays Ten he has a sequence of which Ten is the lowest, or no higher card.

If third hand does not return partner's trump lead he has no trumps.

If third hand does not return Ace of partner's suit he does not have it.

If third hand returns a low card of partner's suit he has no more or at least two more.

If he wins with Jack and returns Queen, or wins with Queen and returns King, or wins with King and returns Jack, he has no more or only one more.

If third hand wins cheaply fourth hand has no higher card.

That first discard on a plain suit led by partner or opponent is from his weakest suit, if opponents have not led trumps or called for them.

RETURNING PARTNER'S LEADS.

If partner leads Ace return King or Queen without regard to number of suit in your hand.

If you have Ace, or the master card of partner's suit, or only one left and wish to trump the suit, return it at once; otherwise with a very strong suit lead it before returning partner's suit.

Return partner's trump lead at first opportunity and with Ace if you have it, or the highest of three honors from any number of trumps, otherwise the highest of three or less or the lowest of four or more.

As soon as you know that partner's suit is established lead trumps if you have four or more and a re-entry card in a plain suit.

Be cautious about returning partner's suit if you have won the first trick cheaply, as your right hand opponent must be strong in it, your left hand opponent having no high card of the suit and your partner not having a combination of high cards, as a lead of a low card indicates.

Do not lead the suit first discarded by partner before opponents have led or called for trumps.

RETURNING OPPONENTS' LEADS.

Never lead up to a strong hand unless you have entire command of it, or partner has renounced the suit and is weak in trumps and is ready for a force.

Hold command of opponents' suits as long as possible; win when necessary, but do not return the suit.

Lead up to a weak hand in preference to leading through a strong one.

If trumps have not been led by you, or called for by your partner, do not lead the suit first discarded by left hand opponent, or the suit opened by right hand opponent or which he has refrained discarding from.

PLAY OF FOURTH HAND.

Fourth hand wins the trick, if against him, with the lowest card that will take the trick, except that he may take his partner's trick to unblock or to lead up to a weak hand; or may refuse to take a trick if thereby he can save his only card of re-entry; or may refuse to trump or over-trump, if he has four good trumps and two good plain suits and wants trumps led.

If fourth hand wins a trick cheaply there are no high cards of that suit in third hand.

If strong in all plain suits, and trumps are led by adversary, and you desire trumps out, hold up commanding trumps to bring in your strong suits.

Late in the hand throw the lead to your left when you hold a tenace, or guarded second, which you want led up to you.

On eleventh round with Ace and Jack, do not over-trump your right hand opponent's Queen if he has King left.

When fourth hand cannot win a trick, which is against him, he should play the lowest card of the suit unless he wants to signal for trumps.

INFERENCES FROM PLAY OF FOURTH HAND.

If fourth hand plays a card next lower than opponent's highest card played on a low card led, he has no more of the suit or is signaling for trumps. With a higher card he would win; without a higher card he would play lowest from two or more.

The fourth hand winning has not the next lower card unless he is echoing to partner's call for trumps.

If he plays Ace he has no higher card than opponent's highest card.

If he trumps with Ace he has no more trumps.

If he trumps with King he has no other trump except Ace.

If he refuses to trump he has no trumps or wants trumps led.

If he does not overtrump he has no trumps, or no trump high enough to win, or wants trumps led.

DISCARDING.

Discard with as much care as you take in leading.

Discard first from weakest suit on partner's lead, or on opponents' lead if they have not led or called for trumps; on opponents' lead or call for trumps discard first from your best protected suit, keeping short suits to obstruct their long suits.

Do not discard a singleton early in hand or until you have ascertained partner's strong suit.

Do not unguard an honor if it can be avoided.

With four of a suit keep Ten guarded.

A discard of an Eight, or a higher card, is a direct signal for trumps.

A call for trumps can be made by discarding a higher before a lower card of the same suit.

After a discard from one suit a subsequent discard from another suit has no significance.

With full command of a suit the highest card should be discarded first to inform partner.

A discard of a King indicates no more of the suit.

When forced to discard from Ace and King only, discard Ace.

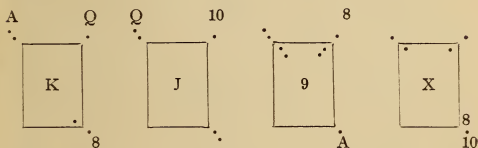
With one honor, lower than Ace, and one low card of each suit unguard the lowest honor first without a special reason to keep that suit.

With Ace and one low, and King or Queen and one low of another suit, unguard Ace first.

Discard a card which obstructs partner's suit.

EXPLANATION OF PLAYS INDICATED BY THIS FORM.

Dots outside refer to plain suits; dots inside to trumps.



The upper left corner indicates the lead; the upper right corner second hand; the lower right corner third hand and the lower left corner fourth hand.

One dot at either corner indicates the usual play of that card in the first round and two dots the usual play in the second round. Where more than one card has two dots in the same position the second lead, or play, depends upon the length of the suit, or which high cards are forced out in the first round.

The following leads and plays are indicated on the above miniature cards representing King, Jack, Nine and a small card:

The small card should be led first either in plain suits or in trumps; the lead in plain suits being indicated by one dot outside upper left corner, and the lead in trumps by one dot inside upper left corner.

In the second round Nine should be led if neither Ace nor Queen was forced out in the first round; if Ace and not Queen, was forced out in the first round, King should be led in the second round; but if Queen, not Ace, was forced out in the first round Jack should be led in the second round.

A player as second hand holding the above combination should play King on Queen led, or Jack on Ten led,

or Nine on Eight led ; on any other lead the lowest card should be played. These plays are indicated by a dot and a figure, or a dot and a letter, or a dot only at upper right corner.

Third hand play is indicated by dots, or a dot and letter, or a dot and figure at lower right corner.

On partner's lead of Eight, fourth best from Ace, Queen, Ten and Eight, play the lowest card if you have a strong hand, but with a weak hand play King on Eight led, and return Jack to leave partner in command of the suit. On partner's lead of Ten from Ace, Queen and Ten, play the lowest card, as your suit is longer than his and Ten must win if not trumped. On partner's original lead of Ace, indicating five at least of his suit, play Nine in the first round to begin to unblock partner's suit and play Jack and King in subsequent rounds before the low card.

On any original lead by partner, except Ace, Ten or Eight, play King in the first round and Jack in the second round if it will cover opponent's card or partner has not led a card of equal value.

The play of fourth hand is very simple : he wins with the lowest card that will take the trick, if against him ; or if already won by partner or he cannot cover opponents' cards, he plays his lowest card unless he wishes to signal for trumps.

CHARACTERS USED:—One dot for first round, two dots for second round, A for Ace, K for King, Q for Queen, J for Jack, H for Honor, W if weak in trumps, St if strong in trumps, X for any card lower than Nine.



LEADS AND PLAYS FROM LONG AND SHORT SUITS.



























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5	A	6	K	7	Q		X	—			
5	A	6	K	7	Q		10	—	A	K	10
5	A	6	K	7	Q		X	—			
5	A	6	K	7	Q		10	—	A	K	Q
5	A	6	K	7	Q		X	—			
5	A	6	K	7	Q		9	—	A	K	9
5	A	6	K	7	Q		X	—			

[illegible]

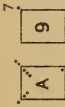







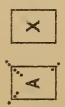



















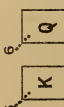


























LEADS AND PLAYS FROM LONG AND SHORT SUITS.

8	A	K	10	X	X	X	A	K	10	X	—	A	K	X	St J
	A	K	X	X	X	X	—	A	K	X	—	A	K	X	q
	A	Q	J	10	X	9	—	A	Q	J	—	A	Q	J	
	A	Q	J	10	X	9	—	A	Q	J	—	A	Q	J	
10	A	Q	J	9	X	X	—	A	Q	J	—	A	Q	J	
	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
7	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
7	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
7	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	
	A	Q	J	10	X	X	—	A	Q	J	—	A	Q	J	

LEADS AND PLAYS FROM LONG AND SHORT SUITS.

				 St ₆	—	 ^J	 ^W		 St ₇	—	 ^J ₈		 ₈
			 ⁷	 St ₇	—	 ^J	 ^W			—			
 ^J	 ^W	 St		 ₈	—	 ^J	 ^W		 ₈	—	 ^J ₁₀ ⁷	 ₁₀	 St ₇
 ^J	 ^W	 ⁷		 St ₁₀	—	 ^J	 ^W		 St ₇	—	 ^J ₁₀ ⁹	 ₁₀ ⁹	 St
 ^J	 ^W			 St ₁₀ ⁹	—	 ^J	 ₁₀ ⁹		 St ₁₀ ⁹	—	 ^J ₁₀ ⁹		
 ^Q				 ₅	—	 ^J _Q			 ^K _Q	—	 ^K _Q		 ₈





















































































LEADS AND PLAYS FROM LONG AND SHORT SUITS.

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LEADS AND PLAYS FROM LONG AND SHORT SUITS.

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LEADS AND PLAYS FROM LONG AND SHORT SUITS.

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AMERICAN WHIST LEADS.

From Suit Headed by	Plain Suit.	Trump Suit.	Number of Cards in Suit.					
			2	3	4	5	6	7
A K Q J	Lead	Lead			K J	J A	J K	J Q
A K Q	"	"		K Q	K Q	Q A	Q K	Q K
A K J	"	"		K A	K A	A K	A K	A K
A K	"	"	A K	K A	K A	A K	A K	A K
A Q J 10	"	"		X A	4th A	4th K	4th K	A K
A Q J	"	"		A Q	A 10	A J	A J	A J
A Q 10	"	"		10 A	A Q	A J	A J	A J
A Q 10	"	"		10 A	4th A	A 4th	A 4th	A 4th
A J 10	"	"		10 A	4th A	4th A	4th A	A 4th
A J 10	"	"		10 A	4th A	4th A	4th A	A 4th
A X	"	"	A X	X A	4th A	A 4th	A 4th	A 4th
A X	"	"	X A	X A	4th A	4th A	4th A	A 4th
K Q J 10	"	"			K 10	J K	J Q	J Q
K Q J	"	"		K Q	K J	J K	J Q	J Q
K Q 10	"	"		K Q	K (1)	Q (1)	Q (1)	Q (1)
K Q	"	"	K Q	K Q	K (1)	Q (1)	Q (1)	Q (1)
K J 10	"	"	K Q	K Q	4th (2)	4th (2)	4th (2)	Q 4th
K J	"	"	K J	10 K	10 (3)	10 (3)	10 (3)	10 (3)
K X	"	"	K J	X K	4th K	4th K	4th K	4th K
Q J 10 9	"	"		X K	4th K	4th K	4th K	4th K
Q J 10	"	"			Q 9	Q 10	Q 10	Q 10
Q J	"	"		Q J	Q J	Q 10	Q 10	Q 10
Q X	"	"	Q J	Q J	4th X	4th X	4th	4th
J 10 9 8	"	"	Q	X []	4th X	4th X	4th	4th
J 10 9 8	"	"			8 J	8 J	8 10	8 9
J 10 9	"	"			J 8	J 9	J 9	J 9
J 10 9	"	"		J 10	4th J	4th 10	4th 9	4th 9
J X	"	"		J 10	J 10	J 9	J 9	J 9
10 X	"	"	J	J	4th X	4th X	4th	4th
			10	10	4th X	4th X	4th	4th

(1) If first lead wins, follow with lowest. (2) If partner has no high trumps, follow with highest. (3) If Ten wins, follow with lowest. If Ace falls, and not Queen, follow with King. If Queen falls, follow with King from four or with Jack from five or more.

VOCABULARY OF WHIST TERMS.

ACE.—The highest card of each suit; but the lowest in cutting.

ACE LEADS.—From Ace, King and three or more without Queen.

“ From Ace and four or more without King.

“ From Ace, Queen and Jack with or without lower cards.

“ From Ace and any one other card.

ADVERSARY'S SUIT.—The suit opened by each opponent.

AMERICAN LEADS.—A system of original leads showing a certain number of the suit led as Ace indicating five or more, King not more than four, Queen five, Jack five, Ten four or more, Nine not more than four and a low card the fourth best.

The second lead from the same suit giving fuller information as to number and value of cards.

BEST SUIT.—The suit that is likely to take the most tricks.

BEST SUIT TO LEAD.—Trumps if you have more than five, or only five and one good plain suit, or four trumps and two good plain suits; otherwise the longest and strongest plain suit.

BRING IN.—To make the cards of an established suit after trumps are out.

CALL.—See signal for trumps.

CALLED CARDS.—Any exposed card, except the trump card properly turned by the dealer, either by accident or leading or playing out of turn, may be called by either opponent and the play of it enforced as he dictates provided it does not cause the player to revoke.

CHANGING SUITS.—To stop leading one suit and leading another.

COMMAND.—To have the winning cards of a suit.

CONVENTIONAL PLAYS.—Certain recognized methods of playing by which information is afforded to your

partner as to the state of your hand, more especially as to its numerical strength, by leading or in playing as second, third or fourth hand.

COUP.—A brilliant play not directed by a special rule.

CROSS RUFF.—The alternate trumping of different suits by partners as led by one to the other.

CUTTING.—The lifting of four or more cards from one pack by each player to decide who shall be partners and who shall be entitled to the deal; the two highest play together against the two lowest. The lowest card indicates the dealer. The player to the right of the dealer cuts again for the trump which cannot be seen until turned by the dealer.

In cutting if a player exposes more than one card he must cut again.

DEAD SUIT.—One that cannot win a trick as 5, 4, 3.

DEAL.—To distribute the pack of cards one by one to each of the four players, consecutively, beginning at the left till he comes to the last card which he turns up, being the trump, and leaves on the table until the first trick is turned.

DEALER.—The player who cuts the lowest card has the first deal; subsequently each player to the left becomes the dealer.

DISCARD.—The card of another suit played to the one led when a player cannot follow suit or does not trump. Usually the first discard is from a weak suit if trumps have not been led or called for by opponents.

DESCHAPELLE'S COUP.—The lead of a high card to be lost to an adversary that the play may be forced up to the leader's partner.

DOUBTFUL TRICK.—A round of a suit of which your partner may not have the winning card.

ECHO.—A reply made to a partner's call for trumps that you have four or more trumps; it is made by playing a higher card before a lower one either in trumps or in a plain suit.

ELDEST HAND.—The player at the left of the dealer who leads first; after the first lead whoever wins a trick becomes the eldest hand.

ESTABLISH.—A suit is said to be established when a player has exhausted all the best cards in it, which were against him, and he can take every card of that suit, unplayed, no matter by whom led.

EXPOSED CARD.—Any card dropped on or in any way exposed on or above the table; two cards played at once are exposed cards.

FACED CARD.—A card improperly exposed in dealing, for which the deal is lost.

FALSE CARD.—A card played contrary to conventional rule.

FINESSING.—An attempt to win with a lower card while having a higher card, not in sequence with it, more certain of winning; or passing a card led by partner when holding a card higher than the one next above the card led.

FIRST HAND.—The player who leads—the eldest hand.

FOLLOW.—The succeeding play from a suit previously led by the same player.

FORCE.—A winning card played that will compel an adversary to trump, or a losing card played purposely for partner to trump.

FORCED LEADS.—Leads from weak suits of two or three cards when no long or strong suit is held, or when you cannot lead partner's suit.

FOURCHETTE.—Two cards of a suit, one of which is next in value above, and the other next in value below the card led as Jack and Nine, when Ten is led by opponent.

FOURTH BEST.—A system of playing which supersedes the penultimate. An original lead of fourth best is made when no combination is held from which a high card is led. The fourth best is also led in the second round of a suit when a high card led cannot be followed by another high card.

FOURTH HAND.—The last player to a round.

GAME.—Seven points when tricks only are scored. Ten points when tricks and honors are both scored.

GRAND COUP.—The throwing away of a superfluous trump; or the taking of partner's trick by trumping to throw the lead back to him; or undertrumping a trick to throw the lead.

GUARDED.—A high card is guarded when smaller cards are held which can be played upon cards led higher than the one guarded.

HAND.—The thirteen cards held by each of the four players, fifty-two cards in all.

HIGH CARDS.—Ace to Nine inclusive.

HONORS.—Ace, King, Queen and Jack of trumps. Honors score after tricks.

INFERENCES.—Assumption that leads or plays are according to general rules which direct certain plays from particular combinations of cards of one suit.

JACK LEADS.—From five or more headed by the quart sequence Ace, King, Queen, Jack, or the tierce sequence King, Queen, Jack.

Jack is also led from any two or three headed by Jack.

KING LEADS.—From any four headed by Ace and King, or by King and Queen.

From three when accompanied by either Ace or Queen, or both.

From King and any one lower card.

LEAD.—The first card of a hand played by the eldest hand; or the card led subsequently by any player after winning a trick.

LEADER.—See Eldest Hand.

LEADING THROUGH.—Is the lead of a suit in which your left hand opponent is strong.

LEADING UP TO.—Is the lead of a suit in which your right hand opponent is weak.

LONG CARDS.—The cards of a suit in a hand after all the other cards of the suit have been played.

LONG SUIT.—One containing four or more cards. A long suit is not always a strong one except in number.

LONG TRUMP.—The only unplayed trump.

LOSING CARD.—One not likely to take a trick.

LOVE.—No score.

LOW CARDS.—Eight to deuce, inclusive.

LOOSE CARD.—One of no value.

MAKE.—Means to win a trick.

MASTER CARD.—The best unplayed card of a suit at any part of the hand. Until played Ace is the master card. If Ace, King and Queen have been played Jack becomes the master card of those unplayed.

The master card was formerly called the King Card which is a misleading term.

MIDDLE CARD.—The eight.

MISDEAL.—An incorrect distribution of the cards or the exposure of a card in dealing, either of which forfeits the deal to the next player on the left.

NEW DEAL.—If the pack is imperfect the dealer does not lose, but he does if any card is exposed except the trump card, or if a wrong number of cards is given to any player, or if the trump card is not turned before placing it on the table.

NINE LEADS.—From Ace, Queen, Ten, Nine and Ace, Jack, Ten, Nine, or Nine and any one or two lower.

ORIGINAL OR OPENING LEAD.—The suit first led by each player. His purpose is inferred not only by the suit led but also by the value of the card first led.

OPPONENT.—Either of two players as opposed to the other two players.

PARTNER'S SUIT.—The first suit led by him.

PASS.—Declining to play a high card by second, third or fourth hand.

PENULTIMATE.—The lowest but one of a suit. A system of leading superseded by the better play of fourth best.

PLACING THE LEAD.—Playing a card that will compel another player to take the trick to try to force a lead that will be more advantageous to yourself or partner.

PLAIN SUITS.—The three suits not trumps in every hand.

POINT.—Each trick in excess of six counts one point.

QUEEN LEADS—From Ace, King, Queen and two or more lower than Jack.

“ From King, Queen and three or more lower than Jack.

“ From Queen, Jack and Ten with or without small cards.

“ From Queen, Jack X or Queen X.

RE-ENTRY.—A card of re-entry is one that by winning a trick will bring you the lead.

REFUSING A FORCE.—Declining to trump a suit led when not having one of the suit. The player refusing a force has no trumps, wants trumps led or is trying to place the lead.

RENOUNCE.—To play a card of another suit to the one led indicating inability to follow suit.

RETURNING LEADS.—Leading back the suits led; it has particular reference to partner's suits.

REVOKE.—The play of a card of another suit while holding a card of the suit led; the penalty is two points, and takes precedence of all other scores.

ROUND.—A card played by each player constitutes a round or trick.

RUBBER.—Two games won out of three.

RUFFING.—Another term for trumping a suit.

SCORING.—The points gained by tricks in excess of six, or by excess of honors. The penalty for a revoke counts first, then tricks and honors last.

SECOND HAND.—The player to the left of the one who leads.

SEE-SAW.—See cross ruff.

SEQUENCE.—Two or more of one suit in consecutive order.

“ DOUBLE.—Two sequences of one suit as A. K. J. 10.

“ TIERCE.—One of three cards.

“ TIERCE MAJOR.—The three highest cards of a suit.

“ QUART.—A sequence of four cards.

“ QUART MAJOR.—A sequence of the four highest cards.

SEQUENCE, QUINT.—A sequence of five cards.

“ HEAD.—A sequence without a card above it.

“ INTERMEDIATE.—A sequence with a card above and one below it.

“ SUBORDINATE.—A sequence of small cards.

SHORT SUIT.—A suit of three cards or less which is not usually led until longer suits have been opened.

SHUFFLE.—To change the position of the cards in the pack by intermingling before they are dealt.

SIGNAL FOR TRUMPS.—A system of asking partner to lead trumps by playing unnecessarily a higher card of a suit before a lower one of the same suit ; or by refusing to trump a certain winning card, or to overtrump an opponent.

SINGLETON.—One card only of a suit dealt to a player. It is seldom led first or discarded first.

SMALL CARDS.—From eight to deuce inclusive.

STRATEGY.—Artifice to deceive an opponent.

STRENGTH—Consists of two elements, high cards and more than the average number, four, of a suit.

STRENGTHENING PLAY.—The use of high cards to assist partner in exhausting opponent's strength in a suit to leave partner in command of it.

STRONG SUIT.—A suit of four or more cards of more than average value.

SUIT.—Each series of cards, Hearts, Diamonds, Spades and Clubs.

TAKING A FORCE.—Trumping either a winning card led by opponent or a losing card led by partner.

TENACE.—The best and third best cards in one hand unplayed of a suit as Ace and Queen. When Ace and Queen have been played the King and Ten are the best and third best.

TENACE DOUBLE.—Ace, Queen and Ten or King, Jack and Nine, or Queen, Ten and Eight, &c.

TENACE MAJOR.—Best and third best cards in play.

TENACE MINOR.—Second and fourth best cards in play.

TEN LEADS.—From King, Jack and Ten with or without small cards, and from Ten X X and Ten X.

THIRD HAND.—The partner of the one who leads plays third.

THIRTEENTH CARD.—The only unplayed card of a suit.

THROWING THE LEAD.—See Placing the Lead.

TIERCE.—A sequence of three cards.

TIERCE MAJOR.—A sequence of the three highest cards.

TRICK.—A trick consists of four cards, the one led and one card played by each of the other players.

TRUMP.—The card and suit turned by the dealer.

UNBLOCKING.—Getting rid of high cards of partner's suit when you have less cards of the suit than your partner. Unblocking does not apply to trumps.

UNGUARDING.—Discarding small cards and holding an honor lower than the master card.

UNDERPLAY.—Playing a low card and retaining a higher one of same suit which might win, or winning with a high card while holding the next best card.

USES OF TRUMPS.—To exhaust opponents, to trump their winning cards, to stop a cross ruff, and as cards of re-entry to bring in a suit.

WEAKNESS.—The absence of high cards and less than the average number, four, of a suit.

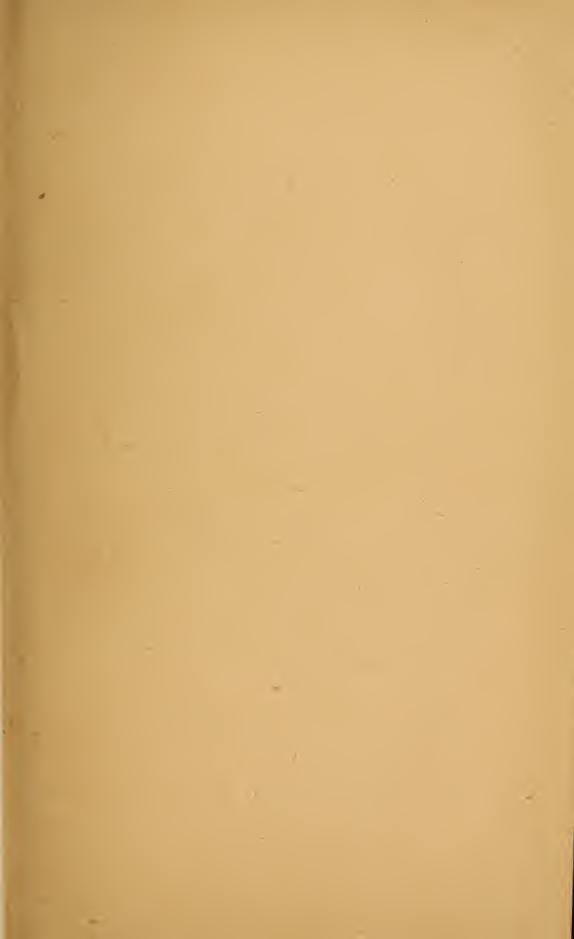
WEAK SUIT.—One containing less than the average number of high cards; a suit of low cards which is not led while holding a stronger suit unless you know that your partner is strong in the suit.

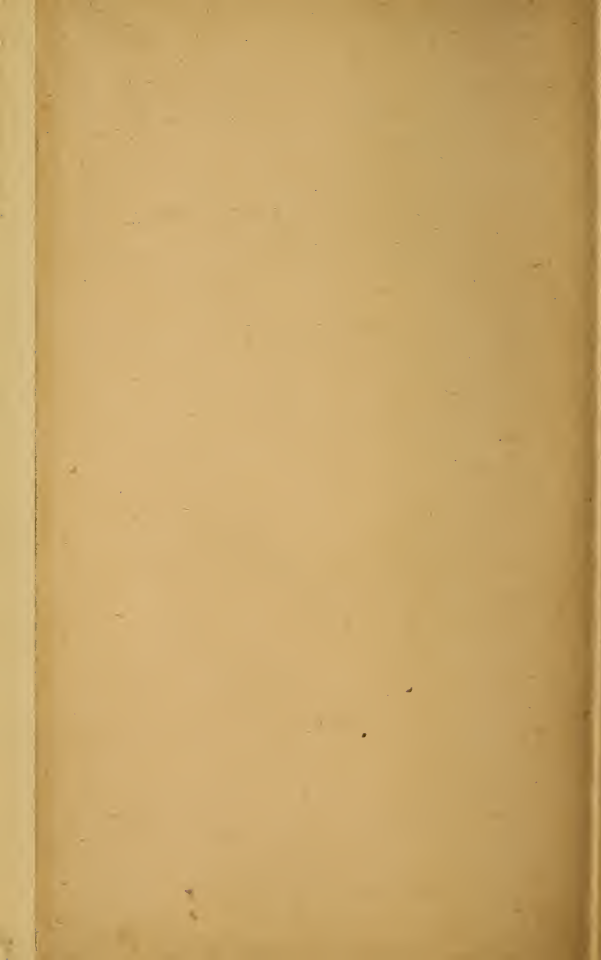
WHIST MEMORY.—Ability to recollect cards that have been played by observing each card when played.

WINNING CARDS.—The highest cards unplayed of a suit.











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